PLAY TO WIN-!!

HINTS, TIPS & MAPS
on the latest 64 GAMES

FREE

WITH

COMMODORE USER

INTRO

We were so, well, flattered by your letters and calls saying how useful you found our Play To Win I supplement that we've decided to bring you another installment. This time though, instead of going for well established classic games we are bringing you right up to date with hints and playing tips on some of the current smashes.

And that is not all — this free booklet is our way of launching Play To Win as a regular column in the magazine.

Every month from now on you will find advanced strategy tips, maps and useful screen shots to help you get more from your games collection. The column won't revolve solely around 64 smashes. Cheapos, C16 and Plus 4 games will also be included in Play To Win as they are all in CU's plans.

Your main experts will be Daniel Gilbert and Adrian Bott. They have had a lot of experience of mapping games and producing hints and tips. They were the first people to map BLACKWYCHE, MERCENARY and WIZARDRY. We think they're the best in the business but they won't be doing it all on their own.

Backing up Daniel and Adrian are all your regular G Force writers — Ferdy Hamilton, Richard Bradbury, Ken McMahon, Mike Pattenden, Colm Clarke, Laurie Sampson, James Pickering and the big Ed himself — Eugene Lacey.

But don't get us wrong Play To Win is not a cosy little club for a select bunch of super-egoed games reviewers. It is your column as much as it ours and we want you to get involved. So if you have a good hint, handy peek or poke or a map of a game that you haven't seen published anywhere else then let us know about it. We won't just thank you and print your name in CU — we'll pay you fairly and squarely for your hard work.

You're going to like Play To Win. It is going to be good. With your involvement it will be even better.

CREDITS

ZOIDS and FAIRLIGHT
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STAR QUAKE
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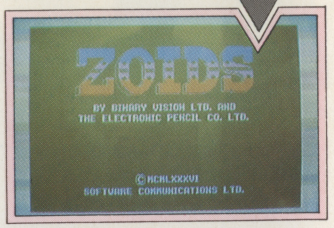
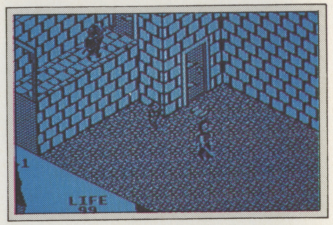
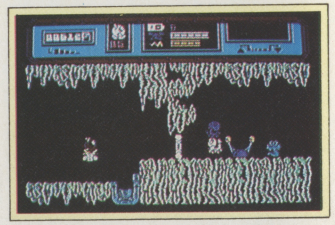
4 **Zoids** ▷ One of the classiest and slickest games of the year. It's got icons, shoot 'em up, and great sound. In fact it's got the lot, but boy is it tough. There's a map and advice to follow if you are having trouble jamming and killing serpents.



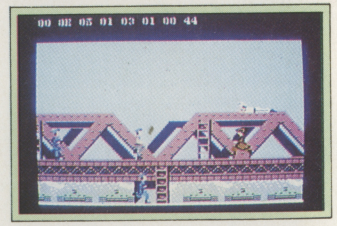
8 **Fairlight** ▷ Going nuts trying to crack Fairlight? Keep getting killed by Wraiths, can't find the secret passages, and where, oh, where is that Book of Light? All is revealed.



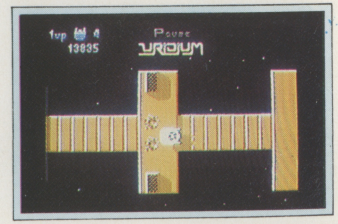
12 **Star Quake** ▷ This is the game you've been waiting for. It is probably the game you have been playing most recently. But do you know about the secret passages, the codes for all fifteen different sections, and what is the quickest most efficient route to the core? We do.



16 **Green Beret** ▷ A mean shoot 'em up with a few nasty tricks up its sleeves. Some helpful advice from programmer Dave 'Rambo' Collier may come in handy. You bet it will.



20 **Uridium** ▷ Have you clocked up every ship in Uridium yet? Adrian Bott has and he's letting you in on his high scoring technique.

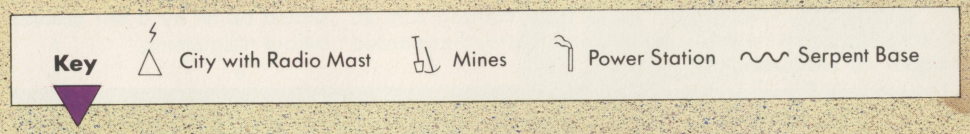


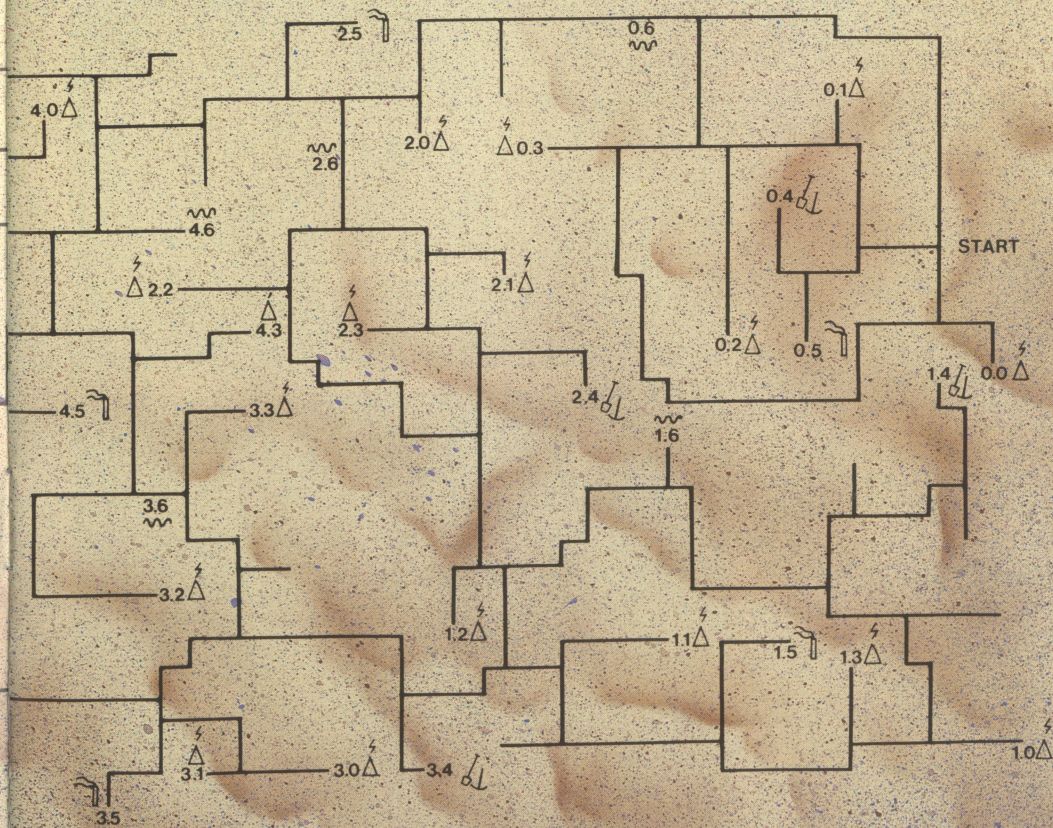
ZOIDS

Zoids proved to be an unexpected hit for us back in March. For a game based on a toy, it turned out to be a sophisticated strategy and search game with efficient use of icons and fast finger action thrown in.

Your task is to rebuild the mighty Zoidzilla, last hope of the blue Zoids ravaged and nearly defeated by Redhorn the Terrible in a vicious civil war which broke out as the Zoid empire collapsed.

You must use your scanners to search through the crumbling cities for the pieces of Zoidzilla, take on enemy Zoids like the Spinebacks and save your side from defeat and extermination. Using the maps and strategy advice provided, you can't lose.





This is just one method for cracking Zoids; it's not the only one but it's the best I've found so far.

BASICS

Each Dome of four cities contains one piece of ZOIDZILLA — and one of everything else for that matter — Mines, Power Stations and a Serpent Base, so once you've got a piece from a sector of cities (one with the same first ID No.) Move on to another one.

MAIN TACTIC

Enter city area and travel to end of road it occupies. Use the Radio Mast table to jam the mast — the signal will always be the same, but the PHASE will need adjusting — to prevent the city from alerting other nasties — like serpents. Now wait for the city's SLITHER to come along, and destroy it — use mines/missiles and then Railgun it. You will now have the company of a few SPINEBACKS which also need destroying — Railgun them and collect their pods. Now target the city and land at least four missiles to weaken it, then railgun to totally destroy. If this fails put another missile in the city and rail again.

Using this method on cities you should be able to clear them all out (theoretically!). If you can destroy cities using three or four missiles only it should work out profitably regardless of whether you find a ZOIDZILLA piece or not.

GAME NOTES

Try to destroy all SLITHERS you meet and definently all SPINEBACKS (don't forget to collect their pods).

Work through the domes systematically — if you decide to attack the minimum number of cities, then attack the city with the highest piece percentage (usually over 30% is a fairly safe bet) and move on to the next dome once you have found the piece. I would advise tackling a few 'dud' cities simply for the extra pods and missiles you will gain.

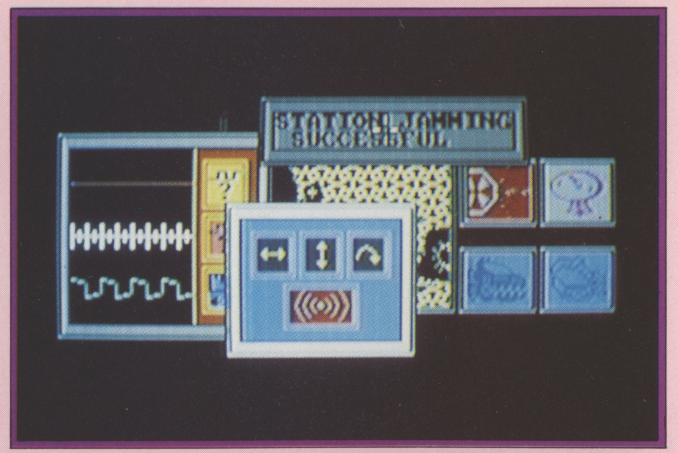
Once you have collected seven pieces there will be a barrage of jammable missiles — don't bother, though, as you will have enough pods to sustain this attack and should find the eigth piece well before you run out.

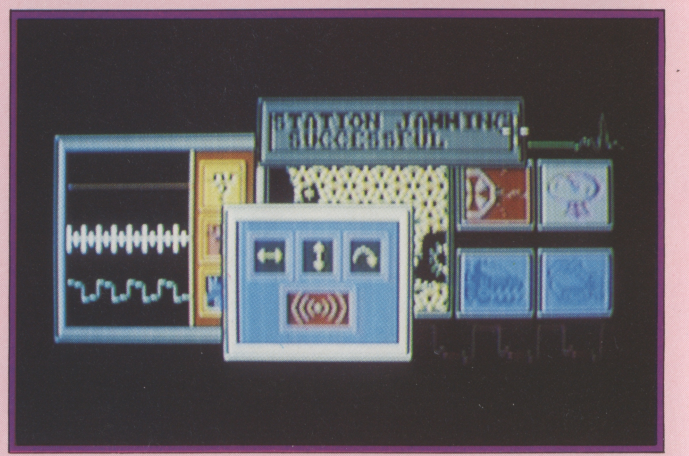
The last piece is guarded by Redhorn. Tackle him as you would a serpent or a city — a few missiles then railgun him to death. Now destroy the guarded city and complete ZOIDZILLA.

COMBAT NOTES

When railgunning, fire only when the target is in your sights and release as many as you can while it's still there. Don't waste ammo 'pot-shotting.'

When firing missiles — keeping the missile altitude on target is vital, i.e. pull down without the button for most of the shot, adjusting the heading only if seriously out. Spinebacks and Slithers should be killed with the railgun. Serpents and Cities should be hit by a few missiles before railgunning.





Mast ID	Frequency	Amplitude
0,0	2	6
0,1	2	0
0,2	2	4
0,3	1	6
1,0	7	7
1,1	1	7
1,2	6	1
1,3	0	0
2,0	2	6
2,1	6	2
2,2	7	2
2,3	4	1
3,0	0	4
3,1	6	6
3,2	5	2
3,3	0	0
4,0	2	1
4,1	5	4
4,2	4	0
4,3	2	7
5,0	0	7
5,1	6	6
5,2	0	6
5,3	0	0
6,0	1	6
6,1	1	1
6,2	0	0
6,3	7	3
7,0	0	1
7,1	0	5
7,2	4	7
7,3	0	0

Base wave always No. 1

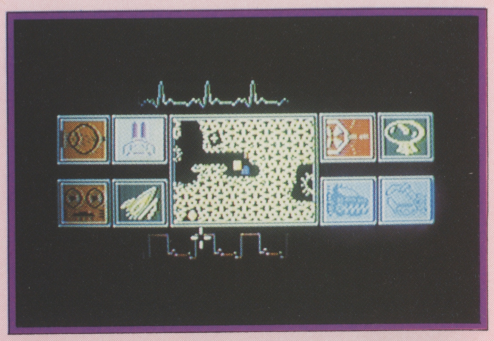
Carrier wave always 2nd ID number:
E.G. (1,2) = 2nd wave
(2,3) = 3rd wave

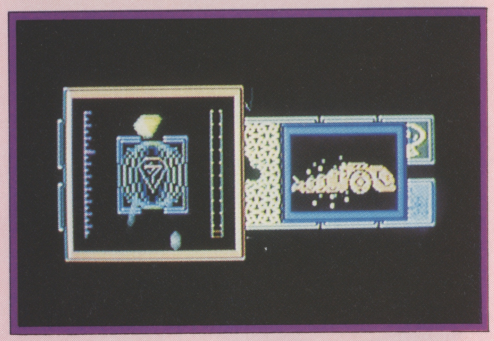
Key: wave types and positions:

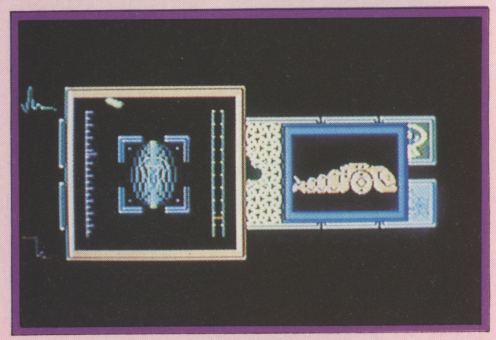
WAVE 0	WAVE 1
WAVE 2	WAVE 3

Frequency (↔) and Amplitude (↕) scales:

0	1	2	3	4	5	6	7







REMEMBER — All wave characteristics remain constant except phase (↔) which will need adjusting on different attempts.

Order of Power:

Pieces	Rank
0	SPIDERZOID
1	SCORPOZOID
2	TROOPERZOID
3	MANIAZOID
4	GIANT ZRK
5	GREAT GORGON
6	ZIPZOID
7	SCHIZOID
8	ZOIDZILLA

FAIRLIGHT

The Edge's Spectrum arcade adventure conversion is currently rocketing up the charts. The two colour game combines stunning graphics and animation with really niggly gamesplay making it a classic of its kind in the Ultimate mould.

As Isvar, the unsuspecting hero of the game you are searching a King's castle for the Book of Light which will free an imprisoned wizard. If the story line is weak that's only because it's merely a peg on which to hang one of the best arcade adventures released so far this year. If you're stuck in the tomb these maps are your route to the solution.

NOTES

Once a guard has been killed, pick him up and drop him in the path of a vortex; he will be permanently destroyed.

N.B. Tackle guards absolutely head-on to kill them after a few seconds and losing only one or two energy points.

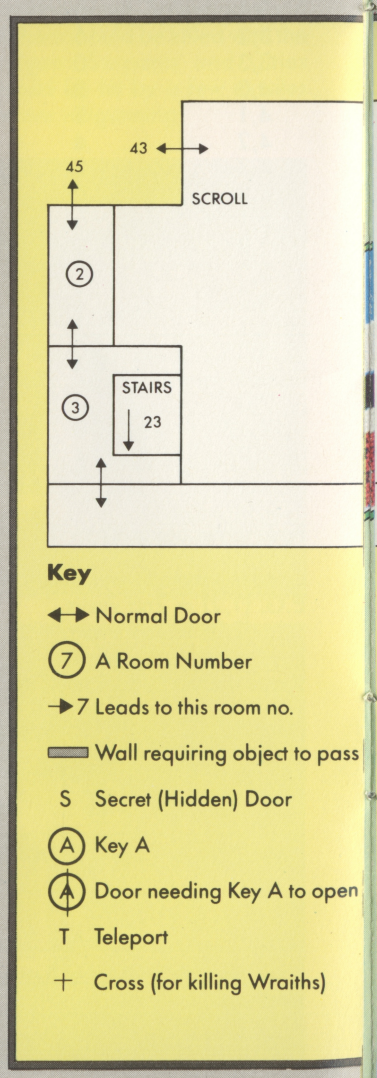
Having killed a troll, place an object on the place of his demise to prevent him reappearing.

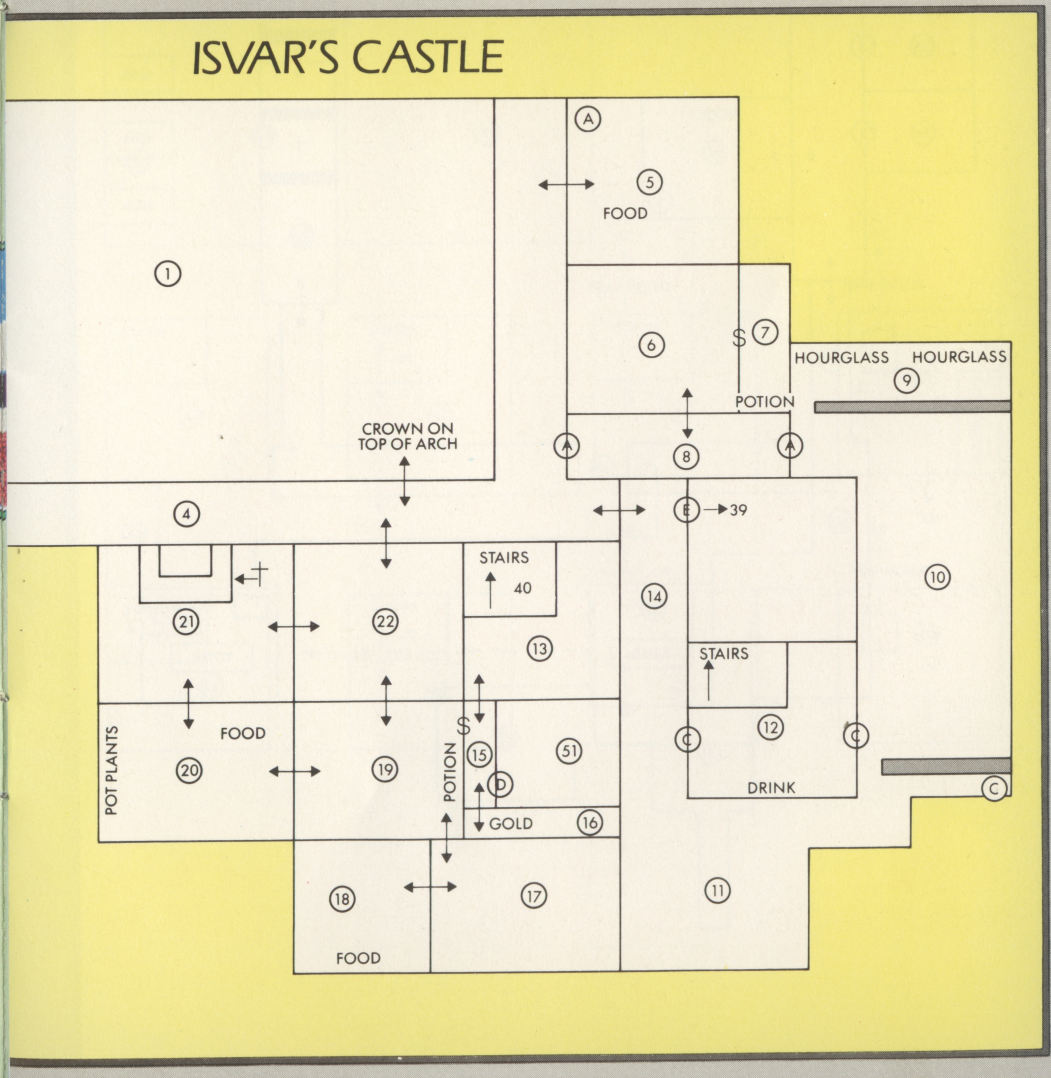
Use the crown in room 1 to open secret door east of 31. Move the false top on the near end of the coffin in 33 to expose the passage to 34 and the Book of Light.

The wraiths on bridges can be bypassed without the use of an hourglass: enter the room from one side of the door — wait until the wraith is upon you, then exit. Now re-enter from the other side of the door and start running across the bridge. The wraith should try (but fail) to catch you, and allow you to run past. For safety, have an hourglass ready in case he comes too close for comfort.

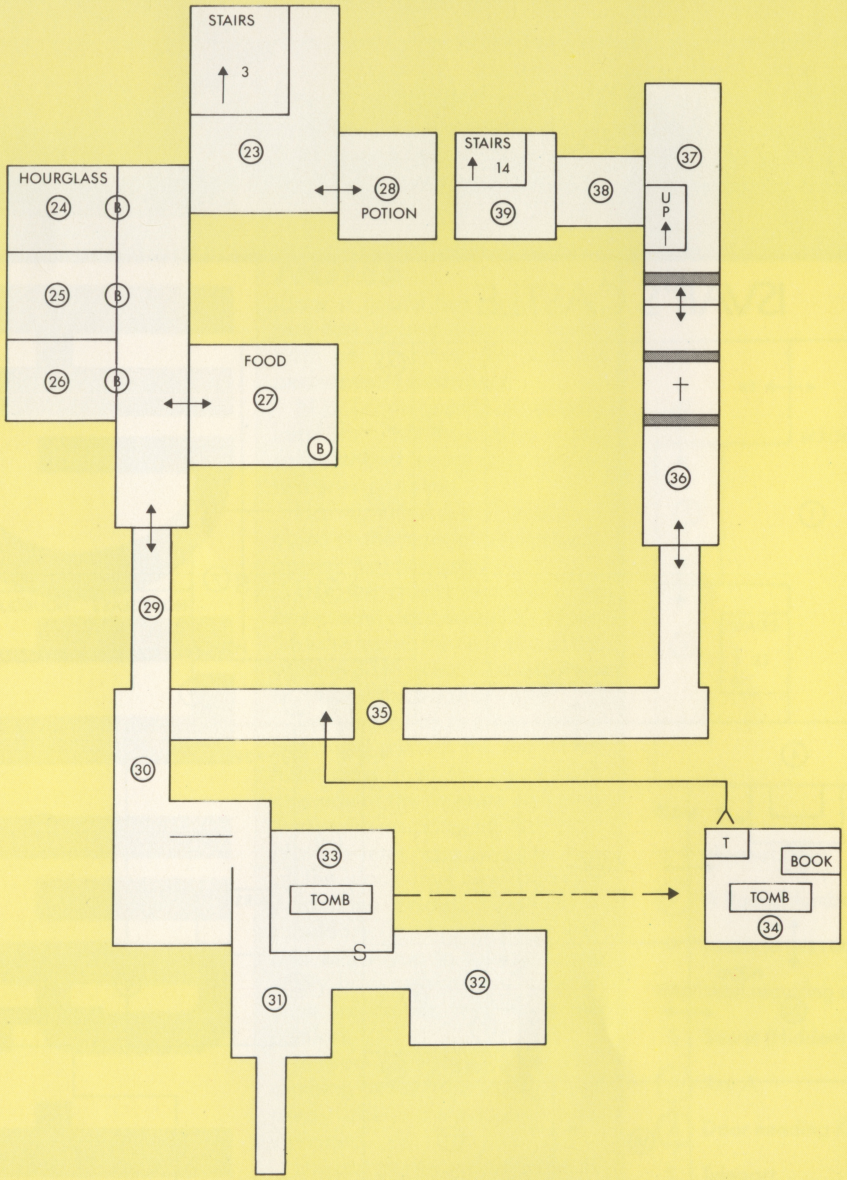
In room 21, obtain the cross by climbing on the altar and pushing away the side-piece where indicated.

Use pot plants as climbing aids when possible, as they do not count as "heavy" objects for transporting, but can be mounted from the ground in a single jump and are almost as tall as a barrel.

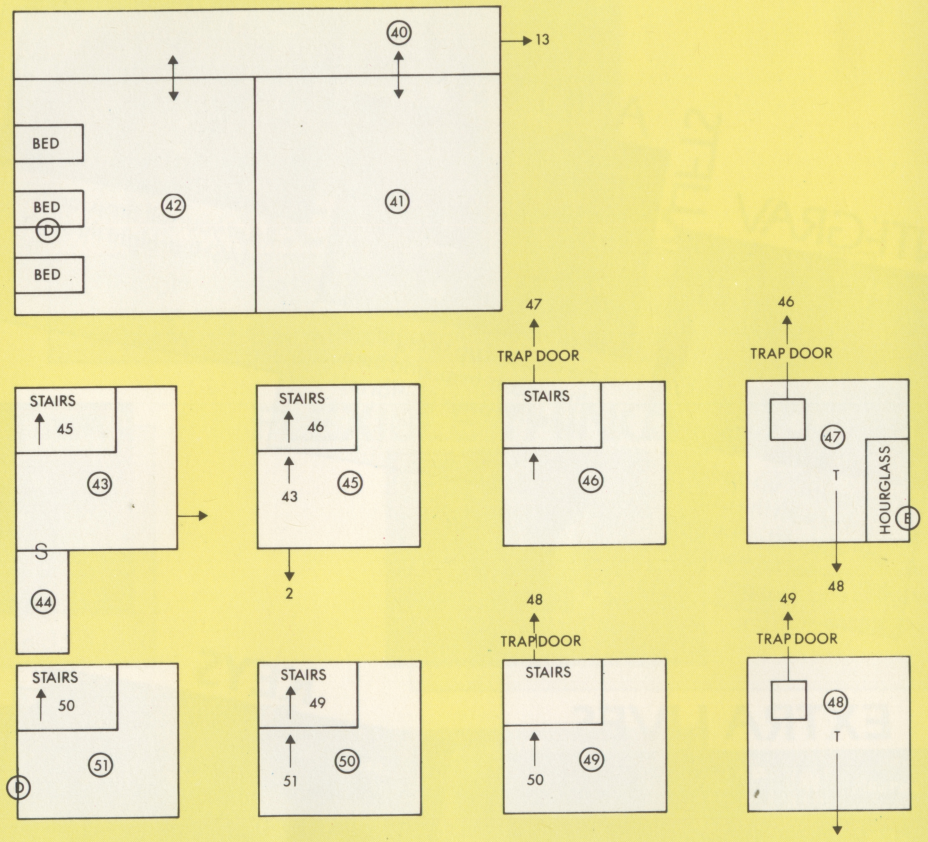




UNDERGROUND COMPLEX



TOWERS



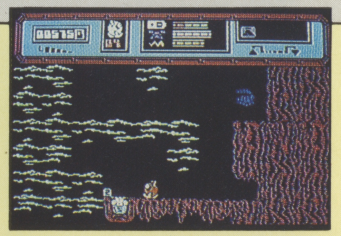
StarQuake

StarQuake is 512 screens of the best arcade adventure action you are likely to find on your 64. It concerns the adventures of B.L.O.B., who must rebuild the planet core before it implodes.

If you think that sounds easy then you obviously haven't tackled a Smash Trap, Teleport, tried to find the core, or wondered what the next teleport code is. All is revealed by G Force games reviewer and StarQuake expert — Ferdy Hamilton.

SPACE HOPPERS

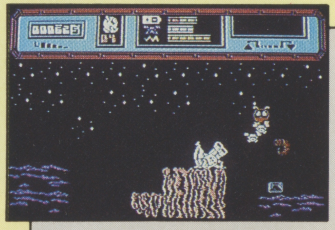
B.L.O.B.'s answer to British Rail (hope these are more reliable!). To pick one up stand above it and push up. To put down fly into pad and walk off.



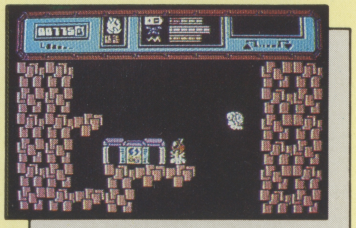
SECRET PASSAGES

"Thought you were stuck?" "Think again!" try entering here, now you can boldly go where no B.L.O.B. has gone before. But you'll need a careful eye to spot the rest. They're small inlets at about you're height set into the cave.

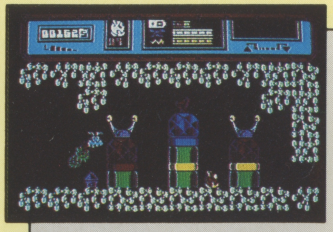
FLEXIBLE THINGYDOOS



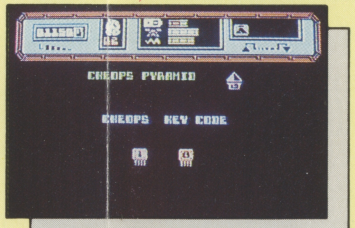
"Your card please?" "That'll do nicely, sir" pick up one of these and gain access to...



Insert your card, out the other side, where to now?



Break into the pyramid with this card. You may now swap anything in your inventory for a piece of the core. N.B. Drop anything you may want to keep in your inventory before breaking in.



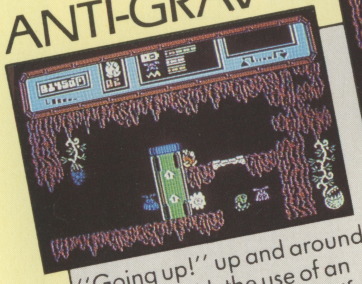
Take your pick!

TRAPS AND SMASH

Let yourself drop, and SMASH! straight through.

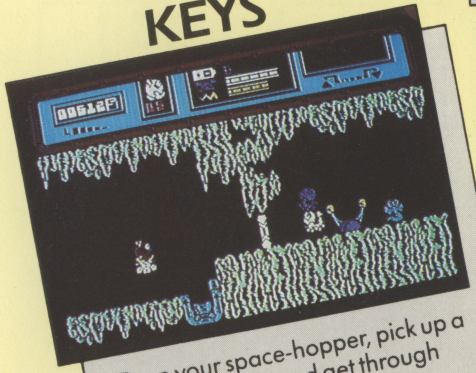
Line yourself up straight with the smash-trap, and then build five or six platforms.

ANTI-GRAV LIFTS



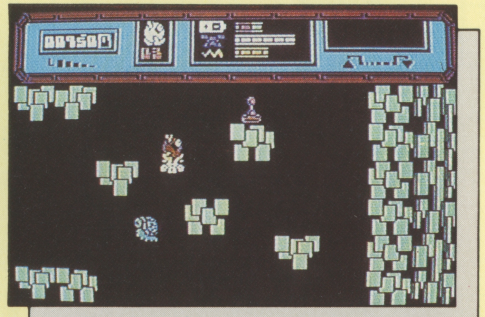
"Going up!" up and around quicker with the use of an anti-grav lift — but only if you're not on your Space-hopper.

KEYS



Drop your space-hopper, pick up a skeleton key and get through any space-lock.

EXTRA LIVES



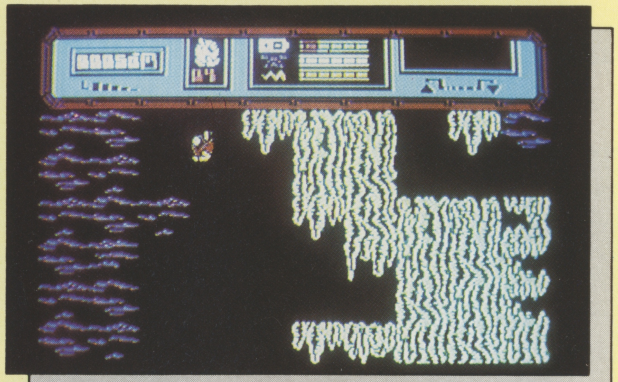
Simply run into one of these little joysticks to win an extra life.

HOW TO GET TO THE CORE

STARQUAKE TELEPORT CODES

- ASTRA
- CHASM
- POLAR
- KAPPA
- MALIS
- METRE
- OPTIC
- SIGMA
- FEMUR
- HYLIS
- PLASM
- Z.A.P.
- MESON
- XENON
- COSIN

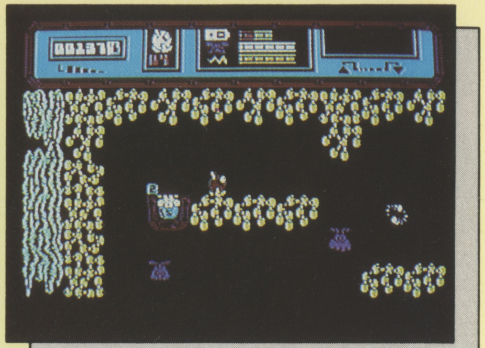
Start here, go left and drop down.



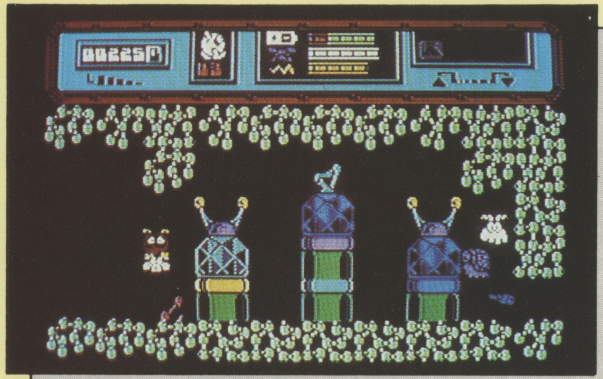
Keep falling.

Into teleport codename "ASTRA" and type "CHASM".

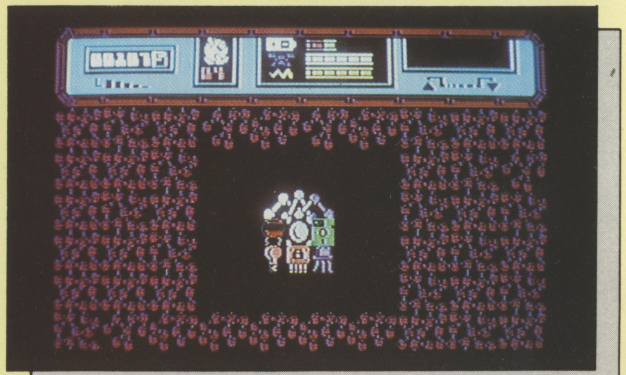
Come out of the lift and pick up the space-hopper, then go up.



Get onto the platform and drop the space-hopper, then to the right.



Under the towers...



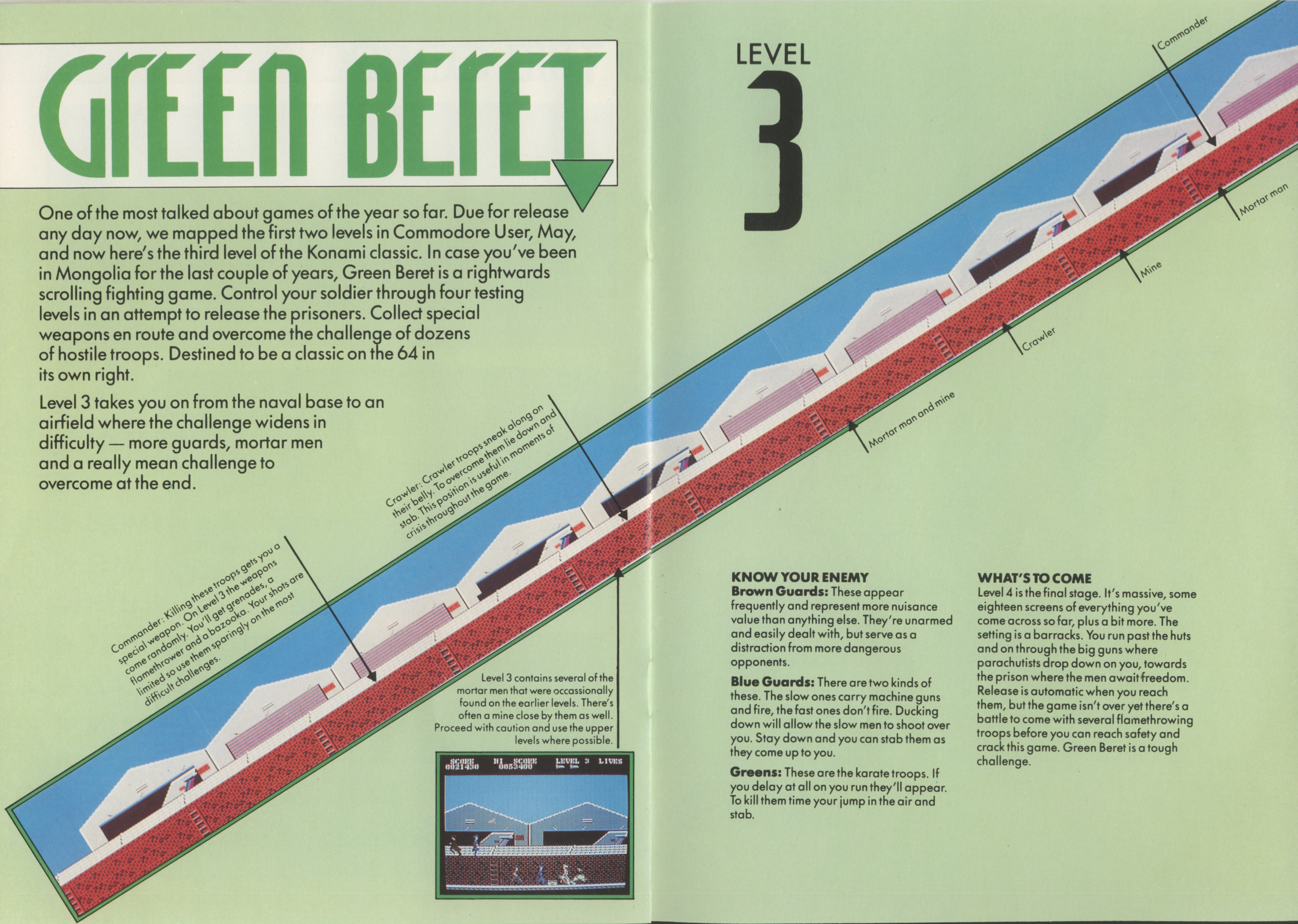
and into the Core!

GREEN BERET

One of the most talked about games of the year so far. Due for release any day now, we mapped the first two levels in Commodore User, May, and now here's the third level of the Konami classic. In case you've been in Mongolia for the last couple of years, Green Beret is a rightwards scrolling fighting game. Control your soldier through four testing levels in an attempt to release the prisoners. Collect special weapons en route and overcome the challenge of dozens of hostile troops. Destined to be a classic on the 64 in its own right.

Level 3 takes you on from the naval base to an airfield where the challenge widens in difficulty — more guards, mortar men and a really mean challenge to overcome at the end.

LEVEL 3



KNOW YOUR ENEMY

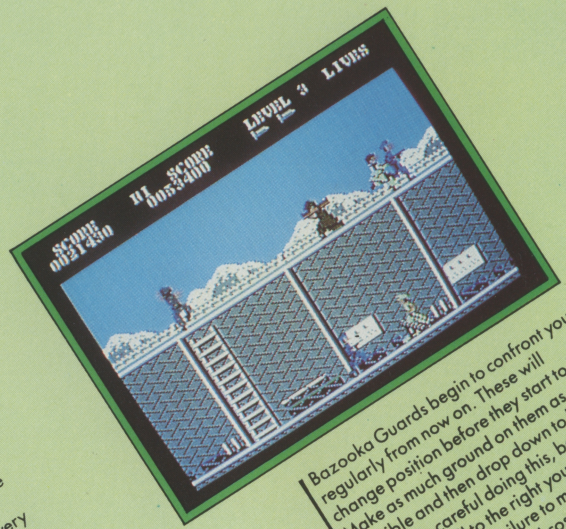
Brown Guards: These appear frequently and represent more nuisance value than anything else. They're unarmed and easily dealt with, but serve as a distraction from more dangerous opponents.

Blue Guards: There are two kinds of these. The slow ones carry machine guns and fire, the fast ones don't fire. Ducking down will allow the slow men to shoot over you. Stay down and you can stab them as they come up to you.

Greens: These are the karate troops. If you delay at all on you run they'll appear. To kill them time your jump in the air and stab.

WHAT'S TO COME

Level 4 is the final stage. It's massive, some eighteen screens of everything you've come across so far, plus a bit more. The setting is a barracks. You run past the huts and on through the big guns where parachutists drop down on you, towards the prison where the men await freedom. Release is automatic when you reach them, but the game isn't over yet there's a battle to come with several flamethrowing troops before you can reach safety and crack this game. Green Beret is a tough challenge.



Two parachutists fly out at you as you clear the perimeter fencing and cross the airfield. They'll shoot at you so you'll need to take evasive action. If you shoot your special weapon as you jump off the top of the fence you should catch the first one.

At the end of the airfield you'll come up to a perimeter fence with a mountain range in the background. Two mortar men wait for you here and present you with one of the toughest challenges you'll get on this level. One you can grenade (you should have saved some from the last commander you killed). The other you'll probably have to stab. This is a question of very exact timing.

Bazooka Guards begin to confront you regularly from now on. These will change position before they start to fire. Make as much ground on them as possible and then drop down to lie prone. Be careful doing this, because when you fall to the right you move half a body forward. Failure to make allowance for this will cost you your life. Finally stab the bazooka man from this position.

Mine

Mine

Bazooka-carrying guard

Mine

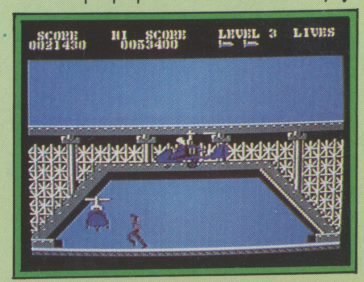
Mine

Mine

Bazooka-carrying guard

Crawler

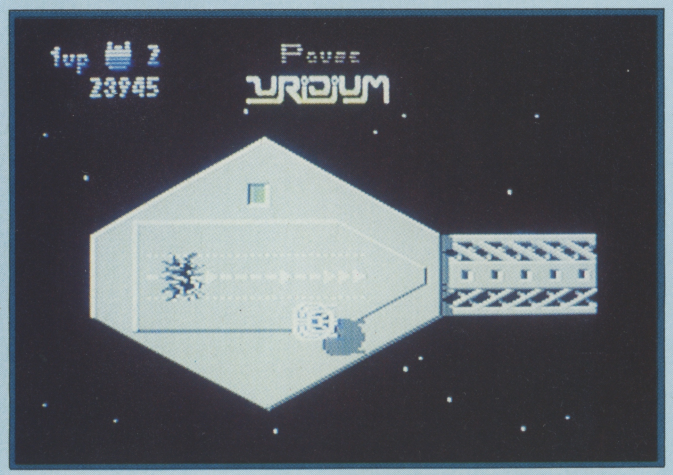
The final obstacle to overcome on level 3 are the two gyrocopters. When you reach the bridge there's a brief pause then they appear buzzing around crazily. You should save a weapon to use on them here, although the knife will do. The key is to lie down then jump up and fire simultaneously.



Uridium

Uridium needs no introduction. It's undoubtedly the best fast action arcade game release so far this year. The game takes its lead from those old coin op classics Defender and Scramble and brings them up to date with fast scrolling, metallic relief graphics and masses of colour.

Guide your ship through fifteen Super Dreadnoughts, each guarded by wave upon wave of fighters, each with a different, tortuous flight route. Early ships are little problem, but we reckon you might appreciate some advice on the rest.



GENERAL PLAY

There are two really lethal elements of the game which cause the most fatalities to even an experienced player. The first is the mine. These are actually quite easy to avoid, provided there is enough space to manoeuvre. Simply wait until the mine reverses direction, then loop above or below it depending on whether it moves up or down.

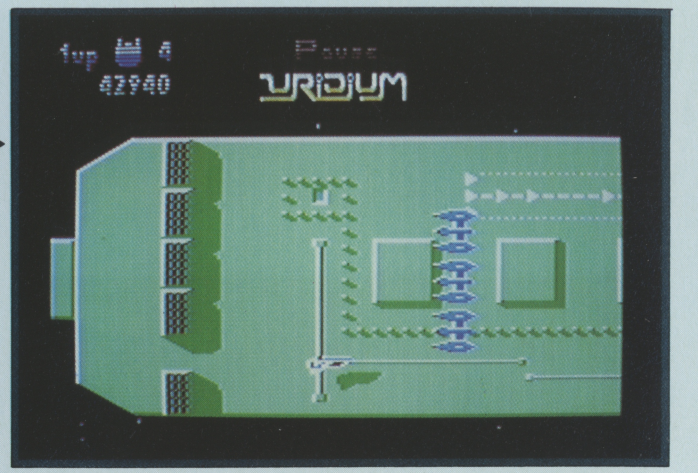
The second hazard is a little ship which flies on and bombards your ship constantly; this is unique in that it will actually follow your movement, which no other 'squadron' does.

For economy's sake this will be referred to as an ALED: Annoying Little (Expletive Deleted)! The trick is to be prepared for them, reverse over their missiles and blast them.

As a general rule, keep to the bottom edge of the screen. You are less likely to encounter large squadrons of enemy ships, and will be able to avoid the ALEDs more easily.

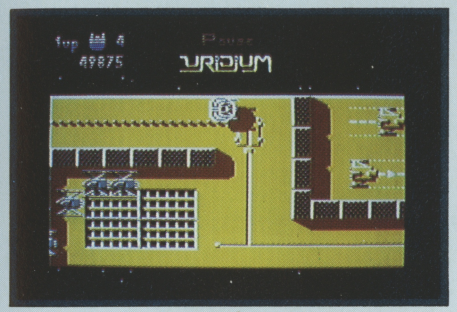
THE SHIPS

(I have begun with Iron, as the first four are easy).



IRON:▶

Don't waste time with the small targets, fly right into the airfield. After the first squadron has passed, fly to the top edge and wait for the signal, then turn round and blast the incoming ALED. Fly down the central tunnel into clear ground, then face right and turn your ship on its side. Go slowly firing for direction and you should make it through the tiny gap in the end wall.

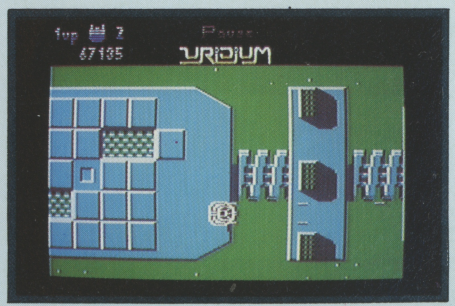


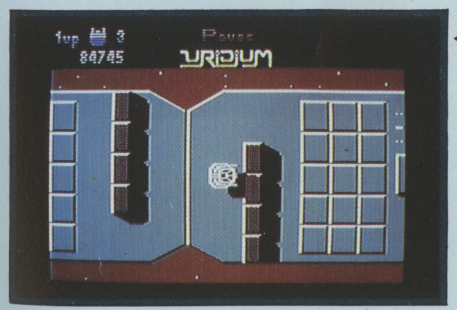
◀GOLD:

The only problem here is turning the corner after flying under the first block and over the central second one. Bombard the airfield behind the wall, then fly right and blast the next one. Fly at the very top of the screen until you reach the runway.

PLATINUM:▶

Fly under the first block, over the next, under the next, over the next (not too far up) then fly to screen centre through the wall and devastate all the targets there. Watch the two mine shafts and look out for the ALED.



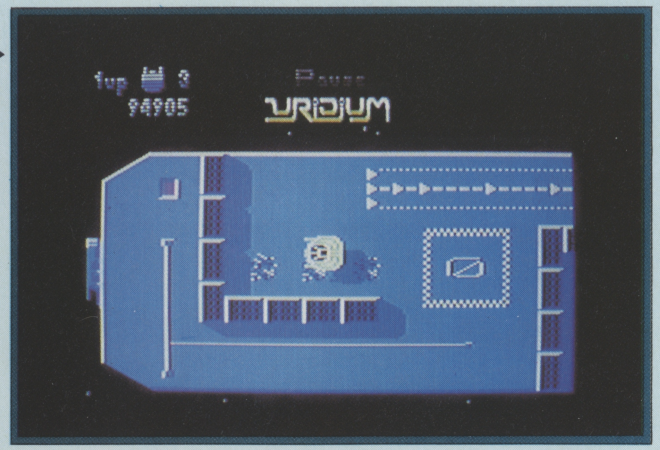


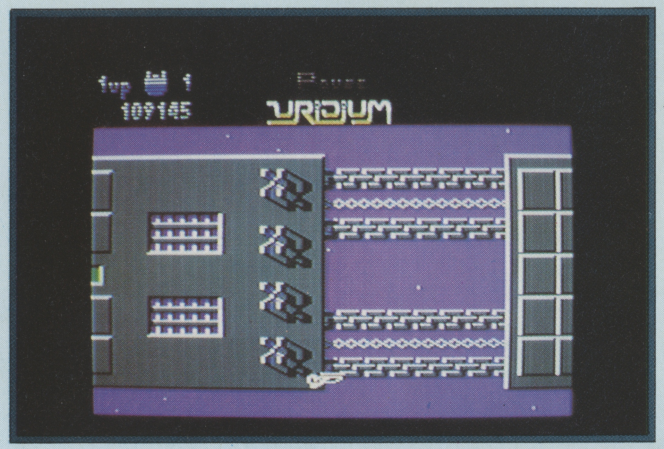
◀TUNGSTEN:

The first really tricky ship. Go to the bottom of the screen and fly dead slow — as slow as you can without flipping over. When the opening appears, fly up into it, then down, then up through a very narrow squeeze that can only be done at dead slow speed. Blow up the grounded ships and a few targets, then fly at the very bottom of the screen past the aerials and to the two runways (either will do). Look for the little blue ALED.

IRIDON:

Not too hard. Wait for the first squadron to pass then fly slowly into screen centre, through a passage then up over a wall. Turn down through a very wide gap and blast the ships. Fly along the bottom of the screen and go to the centre when the wall ends. Blast ships above and below. Fly slowly along screen bottom and flip up through small hole next to three targets. Blast two ships to the right and land.



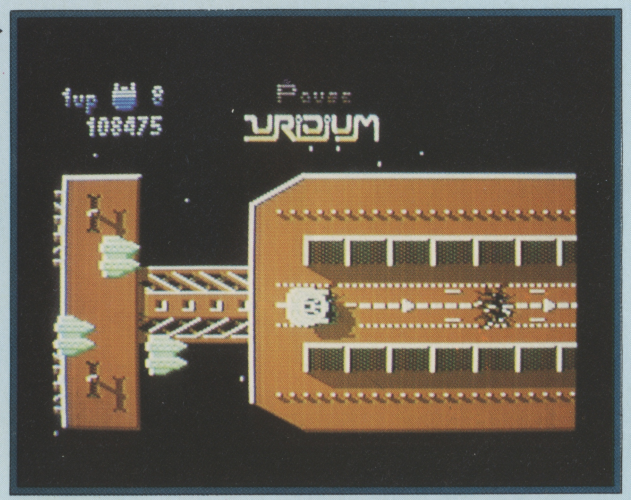


KALLISTO:

Fly over the first X-shaped aerial then fly to screen bottom. Turn on your side and Run like hell until you see a large cross-shaped design above you. You should slip through all the narrow gaps, provided you are as far down as possible and on your side. Take out three ships to the right.

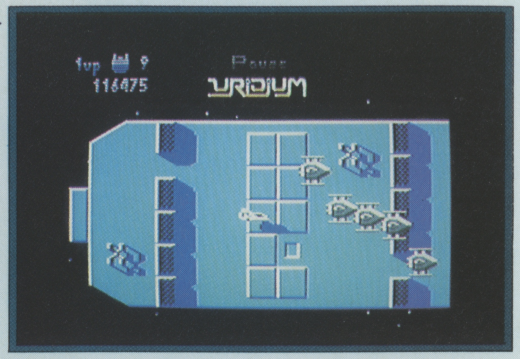
TRI-ALLOY:

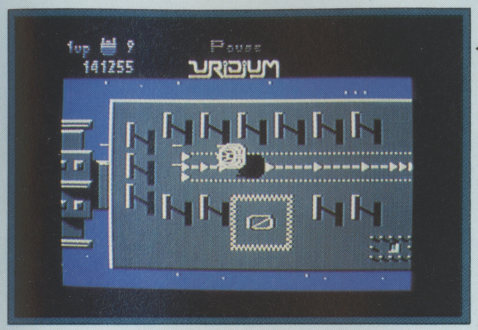
An absolute stinker. Fly slowly at screen bottom, up through the gap gradually down through the diagonal passage and gradually up through the next. However, while you are performing these delicate movements an ALED is very likely to appear in a blur of speed and rake you, so have something nearby to throw at the set. Deal with mines at the bottom of the diagonal bit by reversing a lot. Once out of all this, shoot up as many ships as possible then fly slowly in the screen's centre. *DO NOT* fly into the passage of blocks, fly up above it and along to the runway.



QUADMIUM:

Fly on your side, dead slow, near the top of the screen. Fly through narrow gap, down, and out through another narrow gap. (Phew!) You can fly through the first tunnel, but I wouldn't advise it. Once past this, fly up through the diagonal passage and slowly under the passage in the middle. (Don't fly down that one). Fly dead slow, turn on your side and immediately after flying through the aerials, fly up to the middle passage and out. The runway may be a little hard to get to.



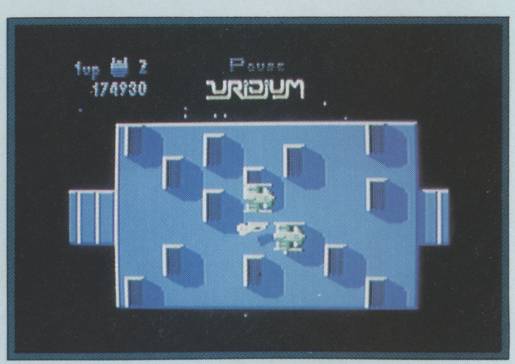


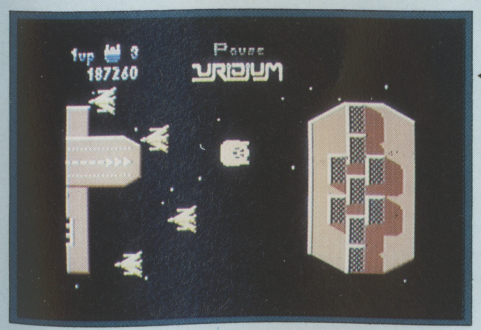
ERGONITE:

Ghastly. When you've passed the first little ships, fly dead slow in through the opening then down, up and down again. If a mine appears now, you haven't a hope in hell. Blow up all the grounded ships and fly at screen bottom. Getting to the runway is very, very difficult!

GALACTIUM:

The hardest ship of all. Turn on your side and fly dead slow at the screen bottom. Fly through narrow gap then out through another at top. Staying on your side, fly down (avoiding central block) into a passage which narrows and widens again. Once out, fly at screen bottom until you reach an utter jumble of blocks. Fly sideways then through them (the sequence is up, down up) and thus to the runway.





URIDIUM:

An absolute doddle! It's only a few screens long! At the right hand side of the ship is a conspicuous brick wall, behind which lies a congratulatory(?) message from the Author Andrew Braybrook, taking up the rest of the ship's space.